

week 42:	"o"
----------	-----

If you supply your Packs with juice and biscuits during the course of the meeting, try to stick with the theme (e.g. Orange juice and Oreos ...)

O my goodness, it is time for Cubs again! Hope your 'olidays were good So this is the first letter of many we will be using this term to make Cubs O'some fun!

Games:

1. Steam Release: Octopus

(An octopus is really a wonderful creature – how do they manage with their tentacles?)

Cubs get into groups of four. They stand with their backs facing inward and link arms. Have an octopus race (practice first!).

2. Wide game: Opposites

(Can you find yours?)

Have cards ready of opposite situations (eg. picture of an open door and a picture of a closed door – see below for some ideas). Scatter half of the pair around a designated area. Each Cub is given the other half of the pair and they need to look around the grounds for the picture depicting the opposite of the picture already given to the Cubs. When they come back, they need to explain why he/she chose that picture as the opposite. Ensure you have a variety of pictures and enough for each Cub.



DIRTY



CLEAN



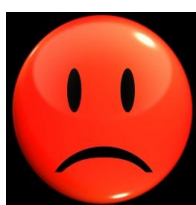
EMPTY



FULL



HAPPY



SAD



OPEN LOCK



CLOSED



CLOSED TAP



OPEN TAP

etc...

3. **Active:** Cross the Ocean

(Oceans are wide with many 'osome and exciting dangers ...)

Put the Cubs into four groups, one in each corner of the field, with the exception of two Cubs who stand in the middle and represent giant octopi. Each corner represents a country e.g., India, Australia, etc. and the players are ships. The idea is that on the word go two lots of ships change places (eg. India to Australia). While they are crossing the ocean, the giant octopi touch as many as they can. The players touched have to sit on the floor (or stand with arms folded) and become islands in the middle of the ocean. When the numbers become small, use one octopus only.

4. **Circle:** Pass the orange ...

You will need an orange and an onion (or use anything beginning with "O"). Before the game, prepare slips of paper that you will pull out of a container. Each slip will be labeled differently as follows: before the orange, the orange, after the orange, before the onion, the onion, and after the onion. Have Cubs stand in a circle, give the onion to one Cub and the orange to someone across the circle, then start the music. They are to pass the foods until the music stops. When the music stops, pull out a slip of paper and read it. If the paper states before the specific food, the Cub to the immediate right of the Cub holding the object is out. If it's after the specific food the Cub to the immediate left of the Cub holding the object is out. If it just states a food the Cub actually holding that food is out. So not only do you have to worry about holding the food but where it is in the circle. If you have a large group, set up more than one circle. Variations to the game can be passing the foods under the leg, behind the back or twirl around once then pass the food.

5. **Quiet:** Odd Art

Games module: page 26 – Squiggles: renamed to keep in with the theme

6. **Relay:** Old MacDonald had a farm

Games module: page 32 – Farmyard: renamed to keep in with the theme

7. **Team:** On and Over

Games module: page 70 – Bump the Button: renamed to keep in with the theme

Sense Training:

As Cubs we must always remember to do everything we can to observe the Outdoor Code ... can you remember the Outdoor Code? (If you feel that the Cubs need a reminder, revise the Outdoor Code - look back to PoP 32 from 2015 for some revision and games ideas – e.g. instead of doing the relay, use the words you prepared for that game and change it to a wide game or a ladders game where the Cubs need to run to the centre and pick up a word and when the ladders game is complete, in Sixes they put the words together to form the Outdoor Code).

1. **Sight:** Dangerous Trail

Games module: page 40

2. **Sight:** Outdoors with Nature - Nature Grid

Put together a grid 3 x 3 of items from nature – Cubs study the grid for a couple of minutes and then go outside and try and find the items to recreate the grid. Egg boxes can be used to place the nature items in.

Yarn:

Fire Safety (taken from 'Cub Scout Leader How to Book')

Setting: This story is full of mistakes often made in fire safety. Two adults should lead it. One will read the story, and the other will hold up a sign that says: **"Oh, no – not that!"** The person with the sign should hold it up when a mistake is read so the audience can shout **"Oh, no – not that!"** The sign holder should then correct the story reader with the correct information.

Narrator: Once upon a time a group of Cubs and some Scouters went camping. The Cubs were excited because they would be spending the whole weekend outdoors. They would get to set up tents, play games, eat food outdoors, have a campfire programme and return home happy campers.

As soon as they got to their campsite, two of them set up their tent next to where the fire would be because they wanted to be close to the cooking and warm at night. (**"Oh, no – not that!"** *You can't do that. Sparks from the fire might catch the tent on fire.*)

The next two Cubs set up their tent a little bit away from where the cooking fire would be; they had learned their lesson from the first group. They began gathering sticks and piling them inside their tent, because they wanted to be warm at night too. (**"Oh, no – not that!"** *You can't do that. Never have an open flame inside a tent.*)

Two more Cubs set up their tent and hung their liquid fuel lantern in the centre of it. They knew how dark it could be inside a tent at night and they wanted to read in bed. (**"Oh, no – not that!"** *You can't do that. NO open flames inside a tent, even if it is a lantern. Only flashlights.*)

Finally, everyone got the idea and set up their tents in a semi-circle, well away from the fire with all the lanterns outside and the kindling laid neatly by the designated fire area. The area was an established fire ring, well away from overhanging branches. It was time to begin the cooking fire. All the Cubs helped collect firewood. One of the Scouters told them to arrange the wood by size, but the Cubs thought that it was stupid and so they just dumped it by the fire. (**"Oh, no – not that!"** *You can't do that. It is best to arrange firewood by size so that the correct pieces are close at hand and easy to get to when building a fire.*)

After rearranging all the firewood, the Cubs were told that they could build the fire. They did it exactly like they had been taught. And it was a beautiful fire lay. (**"Oh, no – not that!"** *You can't do that. Don't light the fire until a shovel and a bucket of water are close by in case the fire gets out of hand or for when you are ready to put it out.*)

After they had the bucket and shovel nearby, they lit the fire. But after a while, it started to go out. They were reaching toward the lantern fuel to pour on the fire.... (**"Oh, no – not that!"** *You can't do that. Never use liquid flammable substances around a fire. It might make the fire flame up and burn somebody.*)

Finally, the fire was burning correctly, but it would be sometime before the coals were ready for cooking. One of the Cubs grabbed a stick from the fire and began writing his name in smoke in the air.

(**"Oh, no – not that!"** *You can't do that. What goes in the fire, stays in the fire.*)

As the fire burned down, one of the Cubs decided to see whether he could jump over it. (**"Oh, no – not that!"** *You can't do that. No running or playing near the fire.*)

The fire burned down, the Cubs cooked and ate their foil dinners, and things quieted down. The Scouters breathed a sigh of relief. It looked like everything was going to be OK and that the Cubs had learned their lessons.

After dinner, the Scouters stoked up the fire again and everyone had a wonderful evening telling stories, and as the flames grew low again, giving the Cubs something to think about. When it was time for bed, the Cubs wanted to put the fire out. The poured a bucket of water on the fire and turned to go to bed. (**"Oh, no – not that!"** *You can't do that. You must stir the fire and be sure that all the embers are out and cold to the touch.*)

With the fire out, completely out, the day was done and sleeping bags unrolled. Now the adults were sure that the Cubs knew that even though a fire is a wonderful thing with many uses, it must be treated carefully or it can become harmful.

Craft/Activity:

1. **Handcraft:** Out and About ... make an Owl from natural items

Idea found at: <http://www.broogly.com/project/pine-cone-owl>



2. **Activity:** Orienteering - an outdoor, adventurous sport of map and compass navigation.

The South African Orienteering Federation has a wonderful site with ideas to get the Cubs started with orienteering as well as helping with compass and mapping.

Example game copied directly from the South African Orienteering Federation website:

This activity reinforces the representation of objects in reality by shapes and teaches spatial judgment and comparison in the placement of the objects and their relationship to each other.

You will need:

- Three different items to represent shapes like soccer cones (round), pointy cones (triangle) and 5-litre ice-cream tubs (square).
- Rope to mark out a rectangle for the game area (indoors or outside).
- Plan cards that use the objects.

Setting up the activity:

- Use the rope to mark a rectangle.
- Place the objects outside the rectangle.

How it works:

- Learners move the objects to match the plans. This should be done smoothly and efficiently.

- Compare the relationship between objects (distance between them); the pattern should be in proportion.
- Learners can be placed in pairs or groups where the partner or group assesses whether the learner has got the plan correct.

Variation:

- Add an element of competition by setting up two stations and allowing teams to race against each other. Only when the plan is correct can the next person in the group go.
- Get learners to draw plans for each other using the equipment available.

See the 'Ready to Use' file for plans that you can use immediately :

http://www.orienteering.co.za/wp-content/uploads/2012/05/moving-objects_1.jpg

http://www.orienteering.co.za/wp-content/uploads/2012/05/moving-objects_2.jpg

Some other ideas to get the Cubs started and interested in orienteering :

<http://www.orienteering.co.za/development/school-resources/o-in-a-box-1/>

Singing/Play Acting:

1. Singing: Old Mac Donald's Farmyard Orchestra

Singing module: page 14

Old Akela (*Song taken from POW WOW 2012 Campfire Songs*)
(Tune of Old Mac Donald had a farm)

Old Akela had a farm, ee-I ee-I o
And on that farm he/she had a cow, ee-I ee-I o
Big cow, little cow, little cow, big cow
Fat cow, thin cow, thin cow, fat cow
Old Akela had a farm ee-I ee-I o
Etc.

Actions:

Everyone uses their hands to show the size of the animals
Big
Little
Fat
Thin

2. Playacting: This is "a" ...

Playacting module: page 10. Try and use items only that start with an "O"

Advancement covered:

Silver Wolf:

- *Living with Nature:* Show that you know the Outdoor Code (revision) and make an item using natural materials.
- *Campcraft:* Fire Safety revision
- *Compass and Mapping:* Identify a simple object viewed from the side and top to illustrate the difference in shape.

Gold Wolf:

- *Campcraft:* Fire Safety revision